

### **Impulse Techs (Rebel Impulse):**

Impulse Techs in *Rebel Impulse* work similarly to the Gnosis Arts and Bursts in *Chains of Horai*. Like Impulse Art users, Impulse Tech users use Impulse Gauge to power their moves; however, where Impulse Art users require Impulse Gauge to activate their moves, Impulse Tech users can use their Techs for free with the only consideration being cooldowns and QL costs, unlike others who must use resources to cast theirs. Instead, their use of Impulse Gauge allows them to build Gauge through attacks and use of Impulse Techs; upon gaining a full Gauge of 5, Impulse Tech users can unleash a powerful Impulse Burst.

Impulse Gauge is built through the following:

- Attacking or using the Minor Impulse Tech: +1
- Attacking or being attacked with an element that matches your Affinity: +2\*
- Healing, performing or buffing allies: +1 to all characters involved
- Using an Major Impulse Tech (once per Turn): +2
- Activating Impulse Burst: +1 to all allies with matching Affinities within 2 spaces

Certain enemy abilities can drain Gauge, while certain items can rebuild Gauge.

\* Metal wielders gain energy from Earth Magic, and Ice wielders gain energy from Water Magic. Morrigan wielders will have their elements determined via discussion with GM.

A character can take three Impulse Techs and a single Impulse Burst. However, the following rules apply to the Impulse Techs:

- Two Impulse Techs or Minor Techs can be used freely but cost 2 QL to use each.
- One Impulse Tech, the Major Tech does more damage and has more potent effects but has a single turn cooldown.
- Impulse Bursts require a maxed Impulse Gauge to activate, and can be incredibly powerful, rivalling Ascension Spells and Absolute Techniques in power.

Also, unlike Spells and Impulse Arts, Impulse Techs and Bursts are entirely up to the player's discretion, with GM final vote of veto. For examples of Impulse Techs and Bursts, *Chains of Horai's* Gnosis Arts and Bursts are the most vital resource.